

SYSMAIN General Information

This section covers the following topics regarding the SYSMAIN utility:

- Objects
- Environments
- Functions

Objects

The following Natural objects can be transferred with SYSMAIN:

Object	Explanation
Programming Objects	Programs, subprograms, subroutines, classes, maps, data areas (local, parameter and global), copycodes, help routines, expert models, recordings, texts, reports, macros, processors and dialogs.
Debug Environments	User debug environments for online program testing.
Error Message Texts	Short and long texts of Natural system and user-supplied error messages.
Profiles	Editor profiles, map profiles, device profiles, and parameter profiles (created with the SYSPARM utility).
Rules	Automatic and free rules.
DL/I Subfiles	Natural NSBs, NDBs and UDFs.
DDMs	Data definition modules.

Environments

The environment in which a Natural object is located depends on the object type.

The environment for each type of object is defined as follows:

Programming Object	Debug Environment	Error Message	Profile	Rule	DL/I Subfile	DDM
database	database	database	database	database	database	database
FUSER and FNAT file	FUSER file	FUSER and FNAT file	FNAT file	FDIC file	FDIC file	FDIC file
file name (VSAM only)	file name (VSAM only)	file name (VSAM only)	file name (VSAM only)	file name (VSAM only)	file name (VSAM only)	file name (VSAM only)
library	library	library				
		language				

Functions

SYSMAIN provides the following functions:

Function	Explanation
COPY	Copy object from one environment to another environment.
DELETE	Delete object from a specific environment.
FIND	Locate a single object within a specific environment.
LIST	Display a range of objects within a specific environment.
MOVE	Transfer object from one environment to another.
RENAME	Give an object a new name, and (optionally) transfer it to a new environment.

Not all functions can be applied to all objects. The following table shows which functions are valid for each type of object:

Function	Programming Object	Debug Environment	Error Message	Profile	Rule	DDM	DL/I Subfile
COPY	X	X	X	X	X	X	X
DELETE	X	X	X	X	X	X	X
FIND	X		X				
LIST	X	X	X	X	X	X	X
MOVE	X	X	X	X	X	X	X
RENAME	X	X	X	X	X		